Section 4: Social Studies

This section corresponds to the Social Studies Standards for Kindergarten. These standards have their basis in the Social-Emotional as well in the Cognitive domains.

DOMAIN	Area of Learning	Component	Learning Expectations (examples)	Performance Indicators (examples) To be exhibited by the END of the age range	Correlations
- EMOTIONAL	Studies		Responds to familiar adults	Gazes into caregiver's eyes while being fed Turns head toward familiar voices Stops crying when familiar voice is heard Begins to coo or smile when being talked to Follows the caregiver with eyes Fusses or cries to gain attention of familiar adults Cuddles into a caregiver's shoulder when being held	/Culture
COGNITIVE /SOCIAL-	Social St	Human Interactions/ Culture	Shows awareness of unfamiliar people	Looks passively and then begins to fuss when new persons move close Stops cooing and smiling when a new person tries to get the infant's attention Turns head into shoulder of caregiver when a new person approaches Stiffens and leans away when picked up by an unfamiliar person	Content Area 1.0/Culture
COGNI	COGNI		Shows awareness of other children	Looks in direction of a nearby child Smiles and coos in response to an older child's attention Brightens and waves arms in response to a child smiles	

DOMAIN	Area of Learning	Component	Learning Expectations (examples)	Performance Indicators (Examples) To be exhibited by the END of the age range	Correlations
OTIONAL			Engage with familiar adults	Babbles and coos to gain attention of someone nearby Looks intently at the face when talked to by a familiar person Smiles when someone familiar smiles or makes gentle funny faces Coos or smiles when talked to Kicks legs or reaches with their arms when they see a familiar person approaches Bounces on the caregiver's lap to get attention Makes loud noises as though trying to talk to someone Relaxes when comforted by familiar persons	ulture
COGNITIVE /SOCIAL- EMOTIONAL	Social Studies	Stops activity and stares at a new person enter	Looks curiously at someone who hasn't been around regularly and clinks to familiar adult Reaches to a familiar adult to be picked up when a stranger says hello Stops activity and stares at a new person entering the	Content Area 1.0/Culture	
00			Shows awareness of other children	Watches nearby children, and often reaches out Looks toward a peer who is actively exploring an interesting object Directs smiles and vocalizations toward other children Kicks feet in excitement at the site of other children Uses hands to explore the face and hair of a peer Watches with an expression of worry if another child cries; may even cry themselves	

DOMAIN	Area of Learning	Component	Learning Expectations (examples)	Performance Indicators (Examples) To be exhibited by the END of the age range	Correlations
COGNITIVE /SOCIAL- EMOTIONAL	Social Studies	Human Interactions/ Culture	Shows preference for familiar adults Reacts to unfamiliar people	Actively clings or cries in response to a familiar person saying "good-bye" Shows great delight when playing peek-a-boo Checks out the caregiver's reaction before deciding if they should act hurt Coos or smiles when talked to Tugs on caregiver or makes noise when feeling ignored Reaches to the caregiver for comfort when upset or hurt May cry inconsolably when left with a new or unfamiliar person Plays comfortably in a new setting until the arrival of a new person, then often needs to be comforted or be close to someone familiar Looks curiously at someone they haven't seen for a long time and holds on tightly Stops exploring or playing in order to watch intently when an unfamiliar person enters the room Demonstrates joy when the parent/guardian returns after being away for a while	Content Area 1.0/Culture
900			Shows awareness of other children	Watches older children play Touches the face and hair of the peer next to him Tries to imitate playing with a toy after watching another person play with it Cries when hearing another child cry Plays with a toy when sitting beside another child who is also playing with a toy Crawls into an adult's lap if the adult is still and interacting with other children	

DOMAIN	Area of Learning	Component	Learning Expectations (examples)	Performance Indicators (Examples)	Correlations	
			Relies on the presence of familiar adults to try things	Explores and experiments with new materials, such as play dough when the caregiver is using the materials nearby Will crawl or walk through a confined area to reach a familiar person Momentarily stops play to touch base with a familiar adult and then resumes play when given a reassuring smile or encouraging word by the caregiver		
COGNITIVE /SOCIAL- EMOTIONAL	—	Human Interactions/ Culture	Shows awareness of unfamiliar adults	Goes to a trusted adult with words or gestures Hides behind their parent but peeks out when a new person says "Hello" Moves to the other side of the room when an unfamiliar person enters the room Cries when they see a face that is different from what they are used toa beard or mustache (Santa Claus) or a clown Cries when the parent leaves but will slowly settle dowr with the help of familiar adult Allows a stranger to approach when the stranger does something familiar such as wave or play peek-a-boo		
COGNITI			Interacts with other children	Looks in the direction of other children playing nearby Reaches out and tugs at another child's hair Offers a toy to another child Hits a child when that child tries to take the toy he is playing with Plays with an older child by following the activities that the older child suggests Reacts with a frown or turns to look when another child cries Plays with a toy when sitting beside another child who is also playing with a toy/ will try to offer the other child the toy or take that child's toy		

DOMAIN	Area of Learning	Component	Learning Expectations (examples)	Performance Indicators (Examples) To be exhibited by the END of the age range	Correlations
IONAL		Human	Seeks the support of familiar adults to try things	Moves toward a toy but comes back to adult for reassurance before going to the toy/ seeks adult contact during time playing with an object Pulls the face of a caregiver toward them when the adult begins to talk to someone else Cautiously watches the familiar adult talk to a new person, and then slowly begins to interact with the new adult Act shy at parties or larger gatherings and want to hold onto familiar adult when entering a new group	Content Standard 1.0 Culture
MOT	S	Interactions/	Acts cautiously around unfamiliar adults Keeps one eye on the stranger and does not respect to friendly efforts by the stranger	Keeps one eye on the stranger and does not respond	andaı
COGNITIVE /SOCIAL- EMOTIONAL	Interacts with other children to own play Watches and but tends to redirection o Imitates pee copy hoppin engine) There are in	Watches and begins to play briefly with other children, but tends to become demanding and needs adult redirection of attention Imitates peers behavior for short periods of time (can copy hopping like a frog or making sounds like a fire	Content S		
		History	Begins to recognize routines and to categorize time intervals	Shows increasing memory for details and routines (remembers where things go, goes to wash hands when meal time is announced, gets special item for naptime)	
			Recognizes the changes in environment	Responds with "Bye" when reminded that someone is leaving	

DOMAIN	Area of Learning	Component	Learning Expectations (examples)	Performance Indicators (Examples) To be exhibited by the END of the age range	Correlations
			Shows need for familiar adult's approval	Holds on tight to adult in new setting but gradually lets go to explore the environment Attempts a new behavior but looks to the adult to watch and affirm efforts (climbing to top of slide but wanting the adult to watch before sliding down) Turns to adult comfort after falling, but goes back to play	ure
1AL			Shows cautious interest in unfamiliar adults	Approaches a new person after familiar adult has talked with the new person a while Looks away when a new person talks to them	
MOTION	Ş	Human Interactions/ Culture		Joins a small group in an area and plays for a brief period without a disruption, but mostly plays independently Can play beside another child in a center for longer periods of time without trying to take the other child's toys Can say "no" or ":stop" to a child who is taking something he does not want him to rather than hitting or using physical force	andard 1
COGNITIVE /SOCIAL- EMOTIONAL	Social Studies	Culture	Plays beside other children		Content Standard 1.0 Culture
VE /SO	Socia				Ö
GNITI		Uses words to ask another child to play			
CO			Begins to act independently	Insists on doing things "by themselves" but needs adult assurance (tries to dress himself and may have things on backward but refuses help)	
			Identifies Common Events and Routines	Knows when it is snack time or meal time Begins to pick up on clues to the routine. (Putting on coats before going outside)	
		History	intervals	Begins to understand that some events follow a pattern (nap time comes after meal time)	
			Recognizes the changes in environment	Recognizes weather (Sees snow and runs to put on coat; rain and get umbrella)	

DOMAIN	Area of Learning	Component	Learning Expectations (examples)	Performance Indicators (Examples) To be exhibited at the END of the age range	Correlations		
			Reflects attitudes and behaviors of familiar adults	Acts out different "settings/events" that have happened at home Uses language-appropriate or inappropriate -that adults around them use Tries to do silly things to engage familiar adults	ulture		
			Shows cautious interest in unfamiliar adults	Talks to new person if familiar adult is in proximity			
COGNITIVE /SOCIAL- EMOTIONAL	S	Human Interactions/ Culture	Has capacity to play cooperatively with other children	Joins a small group in an area and plays for a short time; will interact with the persons in the area Begins to participate in simple group activities (like follow the leader) Has a better understanding of waiting a moment and taking turns. (Can play with another child and not take the materials.)	Content Standard 1.0 Culture		
IAL- E	Studie		Talks with a peer using shortened sentence structure but have ability to communicate their wants and need Begins to act independently Enjoys doing things independently. (able to pick up trash and throw it away without help); seeks recognition of successes.	Ö			
E /SOC	Social Studies						
		Identifies common Recognizes routines and following the routines becomes very important.					
1900		History	Begins to categorize time intervals	Comprehends the details of the daily routines and is aware when the details are not followed			
			Recognizes the changes in environment	Points out that something is missing from a table, puzzle, etc			
	Recognizes environmental symbols and prin are McDonalds and Wal-Mart sign means the shopping)				phy d 2.0		
		Geography	and recognize familiar localities	Associates riding in different vehicles with arriving at different destinations (a ride in the car means going to the store, the school bus ride means going to "school"	Geography Standard 2.0		

DOMAIN	Area of Learning	Component	Learning Expectations (examples)	Performance Indicators (Examples) To be exhibited by the END of the age range	Correlations		
				Begins to recognize likenesses and differences in others			
			Individual, Culture and	Begins to understand family structures and roles			
			Community Draws selfusually with head and not much detail		Itu		
بِ ا				Acts out family roles in dramatic play center	Content Standard 1.0 Culture		
COGNITIVE /SOCIAL- EMOTIONAL	Ş	Human Interactions/ Culture	Develops growing awareness of jobs and what is required to perform them	Participates in classroom jobs			
1 %	die		Begins to understand the reason for rules	Follows simple class rules			
 	Stu			Participates in class clean-up or group activities			
000	Social Studies			Understands that there is no hitting because it hurts			
VE /S	Soc			Learns to wait (for a short period of time) for his/or her turn			
l É			Identifica Common	Knows when it is snack time or meal time			
Noce			Identifies Common Events and Routines	Recognizes routines of washing hands before eating or brushing teeth after meals or before bed time			
		History	Begins to categorize time intervals	Uses the word "today", or "day" and "night" to talk about time of day; sometimes uses the wrong term			
			Recognizes the changes in environment	Recognizes that its rainy, sunny/ hot and cold			

DOMAIN	Area of Learning	Component	Learning Expectations (examples)	Performance Indicators (examples) To be exhibited by the END of the age range	Correlations
				Recognizes own gender	
			Individual, Culture and	Begins to understand family structures and roles	
			Community	Notices similarities and differences in people	<u>le</u>
				Plays and acts out family roles in dramatic play center	Culft
			porform thom	Participates in classroom jobs	dard 1.0 (
¥		Human		Looks at books and identifies jobs of persons	
<u> </u>		Interactions/		Chooses "leader" or "boss" for activity	
0		Able to place personal denote one/s place	Helps make and follows class rules	and	
E	es		Begins to understand the reason for rules	Able to place personal symbol at interest area to	Content Standard 1.0 Culture
<u>ن</u>	udi			·	
≰	Stı			Participates in class clean-up or group activities Can state rule and simply explain why of ruleDon't	
	ial			push because someone will fall	
COGNITIVE /SOCIAL- EMOTIONAL	Soc			Learns to wait (for longer periods of time) for his/or her turn	
É		History	Identifies common events and routines	Understands that the day follows a schedule	Content Standard 1.0 Culture
OGN				Understands and can predict the next events that will happen in the day	
ပ			Begins to categorize time	Uses terms "today", "tomorrow", "next time" with some accuracy	
		i iiotoi y	intervals	Begins to understand concepts of before and after	
			Recognizes the changes in	Recognizes that its rainy, sunny, cool, hot	
			environment	Begins to recognize seasons (if lives in a place where there are have different seasons)	

DOMAIN	Area of	Learning	Component	Learning Expectations (examples)	Performance Indicators (examples) To be exhibited by the END of the age range	Correlations	
MOTIONAL	COGNITIVE /SOCIAL- EMOTIONAL Social Studies	Social Studies		Geography	Begins to express and understand concepts and language of geography in the context of their classroom, home and community	Recognizes common features in their immediate environment (playground, library, restroom) Creates drawings of home, school, etc./Can make simple map of home to show different areas and talk about what is in those areas (stove in kitchen) Identifies important or familiar landmarks (Fire House, Grocery Store, etc.) Identifies common features of local landscape (houses, streets, buildings)	Content Standard 2.0 Geography
OCIAL- E				Begins to understand that people need food, clothing and shelter	Begins to understand that people need nutritious food Understands that we must put on a coat and shoes in cold weather	Economics	
						Understands that people need a place to live	
=	S				Begins to understand what	Understands that fire fighters help others in many ways	d 3.0
.IN				services the community workers provide	Understands that police officers help people in different ways	Content Standard	
8			Economics		Begins to understand that there are other community workers that help their community		
				Begins to understand the	Understands that money can buy items	ıten	
				concept of money	Understands that some items cost more than others	Con	